



Fighter 1	
CLASS & LEVEL	
Human	Soldier
RACE/ANCESTRY/HERITAGE	BACKGROUND
STR +2 14	PROFICIENCY BONUS +2
SAVING THROWS	
+4 Strength Saves * +3 Dexterity Saves +4 Constitution Saves * -1 Intelligence Saves +1 Wisdom Saves +0 Charisma Saves * Prof. bonus added	
DEX +3 16	ARMOR CLASS (AC) INITIATIVE
CON +2 15	SPEED 19 +3 30 ft.
INT -1 9	HIT POINTS 12
WIS +1 13	HIT DICE 1d10
CHA +0 11	DEATH SAVES: Success O O O Fail O O O
WEAPON & UNARMED ATTACKS	
Basic Attack. One target per Attack action.	
Longbow. <i>Ranged Weapon Attack:</i> +5 to hit. <i>Hit:</i> 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)	
Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage.	
Scimitar. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 slashing damage.	
MAGIC, FEATS & SPECIAL ATTACKS	
Fighting Style: Defense. In armor, gain +1 to AC.	

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 18 years old
- Medium Size (5' 9", 149 lbs.)

CLASS

Fighter Class Features [PHB p. 70]

- Fighting Style (Defense)
- Second Wind (regain 1d10+1 h.p.)
- Maneuver Save DC 13

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), shortsword, longbow and 20 arrows, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 129 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 8 gold pieces (gp); 61 silver pieces (sp); 5 copper pieces (cp); 2 gems (worth 10 gp each)